Dark Forces™

IBM® CD-ROM Reference Card

Dark Forces Package Contents

Inside the Dark Forces Package, you should find the following:

- one Agent Manual
- this Reference Card
- one CD

If any of these items are missing, contact the Rebel Alliance headquarters at LucasArts Entertainment Company - codename: Product Support at (415) 507-4545.

Installing Dark Forces

1.) Insert the CD into your CD-ROM drive (d: on most systems).

2.) Type **install** and press RETURN.

3.) This will launch the Dark Forces Installation Utility. Select **Install** from the main menu.

4.) You will now be given the option to either use a Standard or Custom install. If you wish to use the default install select **Standard Install**. If you wish to choose the portions of Dark Forces that will run from your hard drive select **Custom Install**. (It is highly recommended that if you have only 8 megs of total RAM, that you choose to install the "Sound" module.)

NOTE: The Standard Install will occupy about 9.5 megabytes of hard drive space. The minimum space requirement under the Custom install is about 3.5 megabytes.

5.) You will now see the Sound Setup Utility. Follow the instructions shown at the bottom of the screen in the box marked "Description."

NOTE: At any time you can run the utilities listed in the Installation Utility Menu by typing **setup** from the directory to which Dark Forces has been installed (C:DARK is the default).

Running Dark Forces

IMPORTANT: Dark Forces launches from the hard drive, but you will still need to have the Dark Forces CD in your CD-ROM drive.

1.) Change to the directory on your hard drive where Dark Forces is installed (C:Dark is the default) by typing **cd\dark** and pressing RETURN.

2.) Type **DARK** and press RETURN.

Running LEC Demos

To run the demos, change to your CD-ROM directory (D: on most systems) and type **LECDEMOS**.

The README.TXT File

Elite Rebel Intelligence agents risk their lives everyday to ensure that our knowledge of Imperial plans and capabilities is as up to date as possible. You'll find the latest information in the README.TXT file. To read it:

1.) From the INSTALL menu select **Read Readme File** or

2.) Change to your Dark directory on your hard drive or CD-ROM drive (i.e. D:\DARK) and type **edit readme.txt** and press RETURN.

Quick Reference Game Controls

[NOTE: Control devices can be configured in almost any combination by running the install/setup utility (see "Installing Dark Forces" above) and selecting **Configure Controller Setup**.]

KEYBOARD

Movement

= Forward (up arrow)

= Rotate Right (right arrow)

= Rotate Left (left arrow)

= Back (down arrow)

= (open / push / pull)

OR
+
= Strafe/ Dodge right

OR
+
= Strafe/ Dodge left

= Crouch or Duck

= Jump

= Speed mode

= Slow Mode (Caps Lock)

View

= Look down

= Look up

= Center View (keypad)

Weapons

= Primary Fire

= Secondary Fire

TO
= Select weapon (0-9)

= Put weapon in holster

/
= Cycle through weapons (backwards/forwards)

Feature Controls

Tab = Overhead Map

+ / − = Zoom map (in/out)

F1 = Personal Digital Assistant (P.D.A.)

F2 = Goggles on/off

F3 = Cleats on/off

F4 = Gas Mask on/off

F5 = Head lamp on/off

F6 = Head Wave on/off

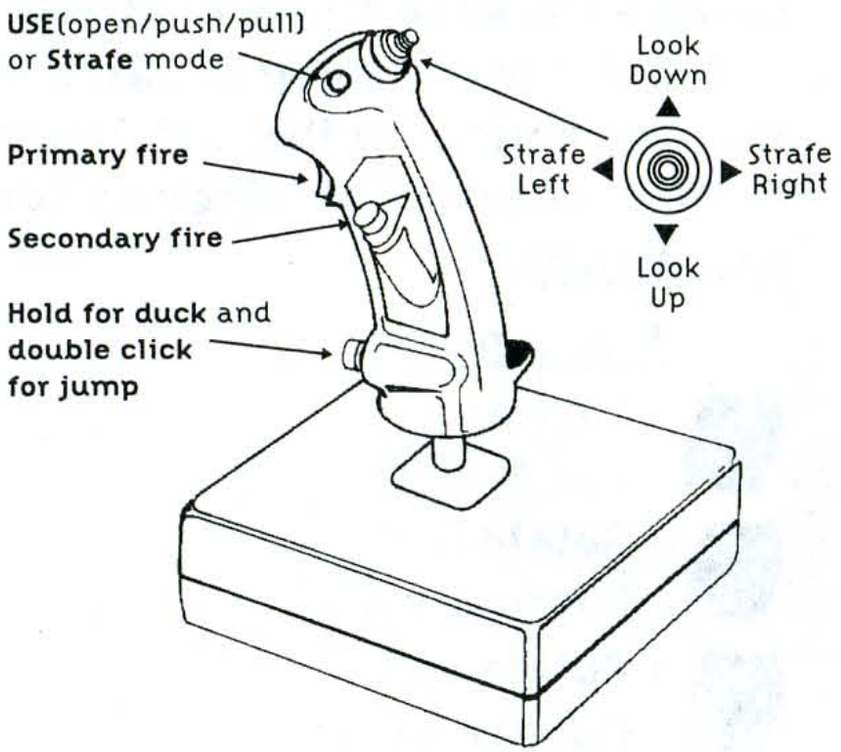
F7 = H.U.D. on/off

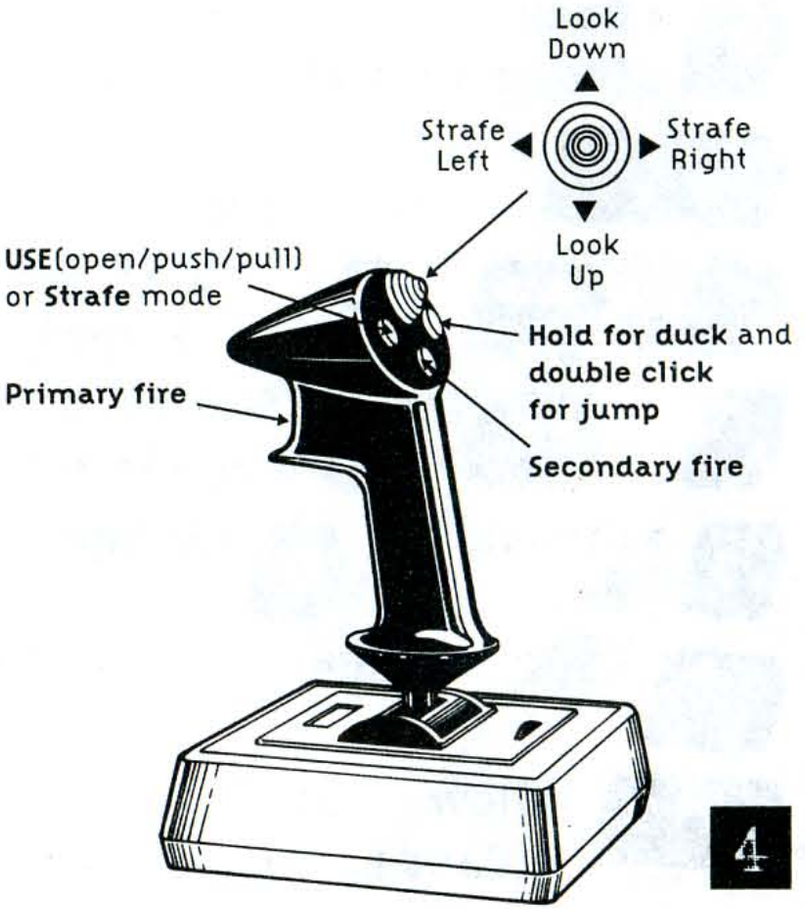
Pause = Pause Game

Alt + + OR − = Change screen size

Backspace = Toggle current/ last weapon

Alt F8 = Toggle automount on/off





Joystick

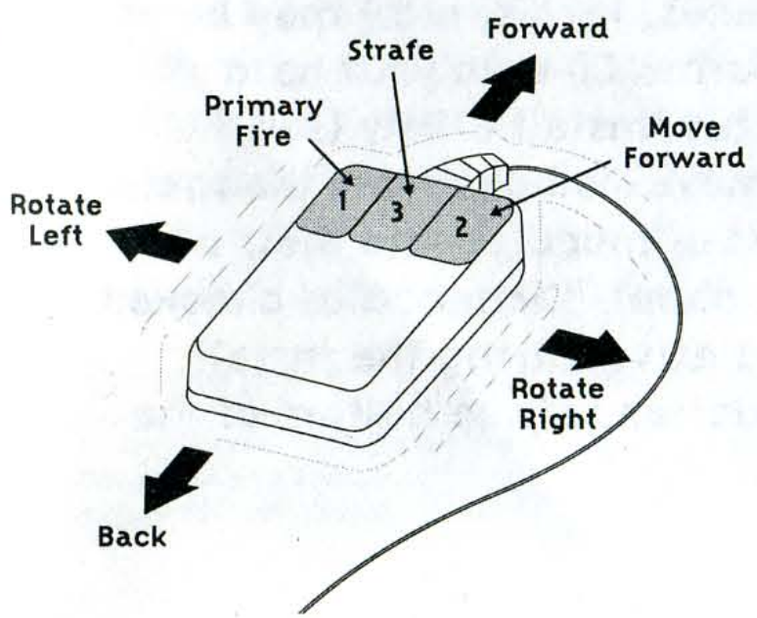
Stick forward . . . . Move forward
Stick Back . . . . . Move backward
Stick Right . . . . . Rotate Right
Stick Left . . . . . Rotate Left

TROUBLESHOOTING:

This section will provide you with some solutions to some of gamers most common technical problems. If you're having difficulty getting Dark Forces up and properly running, please refer to this section and the games readme.txt file before contacting technical support.

Memory: If the EMM386 line in your config.sys is set to RAM 512 then you will get a "DOS/4GW fatal error 1307: not enough memory." Neither the install or the game will run. To make a bootdisk to fix this problem you need to run BOOTMKR.EXE from the CD {see "How to Make a LucasArts Boot Disk" below}. Dark Forces requires 8 Megs of total RAM in order to run. While your computer may have 8 Megs of RAM, many programs, such as device drivers or hard disk caches, will use part of that memory. It is also possible that other programs that are pre-loaded into your computers memory will conflict with our software {particularly some memory managers}. If you're having difficulty running Dark Forces make a "Boot Disk." BOOTMKR.EXE is the program included on this CD that will create a Boot Disk for you.

How to Make a LucasArts Boot Disk: A LucasArts Boot Disk is a floppy disk that, when inserted into your "A" drive before startup, will load only the software necessary to play a certain LucasArts game. All you need is a high density floppy disk for your "A:" drive. {NOTE: The disk should have no important data as BOOTMKR.EXE will re-format and erase the disk.} There are two ways to run BOOTMKR.EXE. The first is to select **Make Boot Disk** from the setup/install utility {see "Installing Dark Forces" above} and follow the instructions included in the pro-



gram. The other way is to switch to the CD root directory (D: on most systems) and type **bootmkr** and press RETURN. Once the Boot Disk is complete you may use it to play Dark Forces at any time by inserting it into drive "A:" and restarting your computer. (See **Running Dark Forces.**) (NOTE: To restore your computer to it's normal boot routine simply remove the Boot Disk and restart.)

Speed Issues: There are two areas where speed is a factor in Dark Forces (and most computer games). These are 1) the frame rate and 2) the loading time. The frame rate is a reflection of your computer's ability to process and display moving video images and is mostly related to your CPU speed as well as the speed of your video hardware, while loading time involves the rate at which data is transferred into your computer's RAM and is related to the abilities of various storage devices such as your hard drive or CD-ROM drive.

If you wish to increase Dark Forces' frame rate you may:

A) reduce the display screen size and/or

B) reduce the graphic detail. In each case, the lower the setting, the higher the frame rate. Both of these settings may be adjusted from the configuration menu inside the game. (see Manual: under Main Menu)

It is generally faster to access data from a Hard Drive than it is from a CD-ROM drive, so loading time (for cut scenes, levels, etc.) may be increased by moving data from your Dark Forces CD onto your hard drive. To do this you will need to run the Setup/Install utility (see **Installing Dark Forces**) and choose Add/Remove Modules from the main menu. You will then be presented with a list of modules and their corresponding size (in required storage space). The modules checked have already been copied to your hard drive during the install process. From here, simply follow the instructions at the bottom of the screen.

Sound Cards: If you are experiencing problems with your sound card, try running the diagnostic software that came with your card. Most sound card problems are due to configuration errors or conflicts with other devices in your computer. If you have a sound card that is not listed on the system sticker on the outside of the box, or are running the card in emulation mode, your sound may not perform optimally. Keep in mind that just because you have sound or music working with other software doesn't mean your sound card is properly configured or installed. Other software may not use certain of the card's functions or abilities in the same way or even use these functions at all.

Need Help?

Please be certain you have read and checked each section of the troubleshooting guide before calling Technical Support. Although we are more than happy to assist you, we often find that many problems can be solved by simply checking the above section and the readme.txt file. Please also be aware that due to the thousands of software and hardware configurations possible, you may still have to refer to your computer dealer, hardware manufacturer, or software publisher to properly configure their product to run with our game.

If you do call, please either be sitting in front of your computer or have a complete detailed list of your machine's current software and hardware configuration so that we may assist you more readily. Our Technicians may be reached from 8:30 AM to 6:00 PM PST Monday through Thursday, 8:00 AM to 5:00 PM Friday.

ABSOLUTELY NO HINTS WILL BE GIVEN ON THE TECHNICAL ASSISTANCE LINE. If you need a hint please call the Hint Line (1-900-740-JEDI).

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Important Numbers

Hint Line:

1-900-740-JEDI

{Callers must be 18+ or have parent's permission. Each call costs 75 cents/ minute.}

Tech Support Phone:

415-507-4545

{regular toll call}
Effective mid-March, 1995. Prior to March 1995, please call 415-721-3333

Tech Support Fax:

415-721-3482

Starting October 1, 1995, the new fax number will be 415-507-0300

Product Support Mailing Address:

Attn Product Support
P.O. Box 10307,
San Rafael, CA 94912

Tech Support BBS:

415-257-3070

Starting October 1, 1995,
please call 415-507-0400

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